

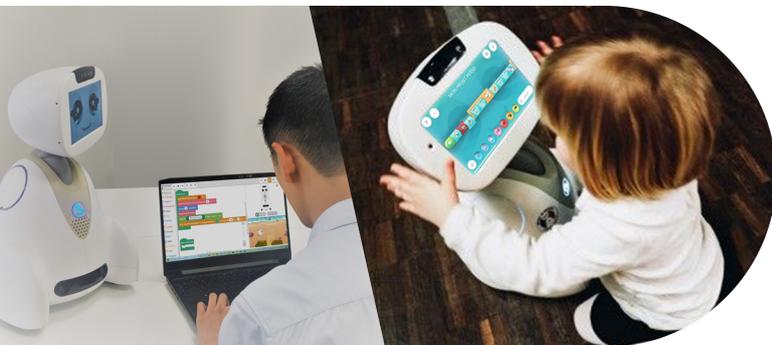
EDUCATIONAL ROBOT CODING ROBOT HOSPITALIZED STUDENT'S AVATAR AUTISM COMPANION TEACHER'S ASSISTANT

Buddy[®]
The Emotional Robot

World Premiere: 1,750 Buddy telepresence robots deployed in French schools to fight against isolation of children prevented by serious and long-term illnesses.

Entirely **designed in France**, Buddy is an **interactive** and **educational companion** allowing students to learn differently while having fun and simply prepare them for tomorrow's world.

Buddy is also the **partner of the most vulnerable children**, supporting chronically **sick children** at hospitals or at home, and helping **children with special needs** to learn and practice essential social, emotional and life skills. Finally, Buddy is the **teacher's assistant** to integrate specific content relating to his educational program and the life class.



ENGAGING PEDAGOGICAL RESOURCE

Usable from kindergarten, Buddy allows teachers to start activities around **coding** with BuddyLab, a graphical and intuitive programming interface.

For college and high school, an **advanced programming** application allows to code Buddy in visual (block) or textual (python) language. It's also an **advanced development platform** for application projects in Higher Education and Research with the SDK in JAVA and C/C++.

REMOTE CLASS ATTENDANCE

From their hospital room or from home, sick children can **teleport** to their classroom. Buddy is the **avatar of the child**, so it becomes his eyes, ears and voice to allow him to attend classes and continue to share relationships with his classmates. The robot thus takes the place of the child in the class who controls it remotely.



THERAPEUTIC TOOL

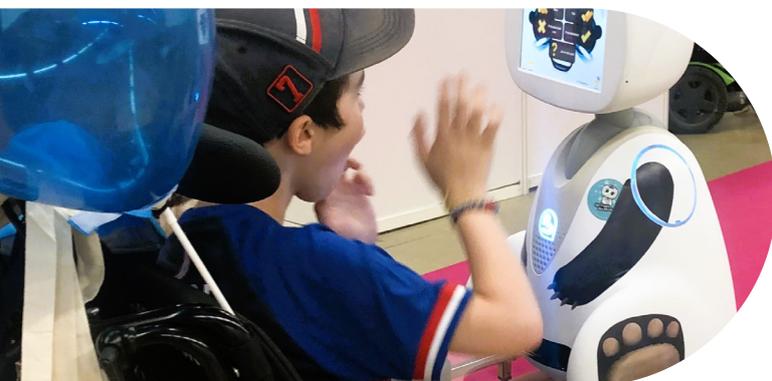
Buddy helps **autistic children** to **communicate** and **interact** with others. Beyond being a simple **reinforcer** like some digital tools, it brings real added value by offering fun and educational interactive activities: vocal imitation, role-playing, mediation.

«The advantage compared to tablets is that there is really an interaction with a robot which speaks, and moves its head. For children who need a lot of visual stimulation, the robot is really interesting».

Charlotte, **Educator at IME Oasis**

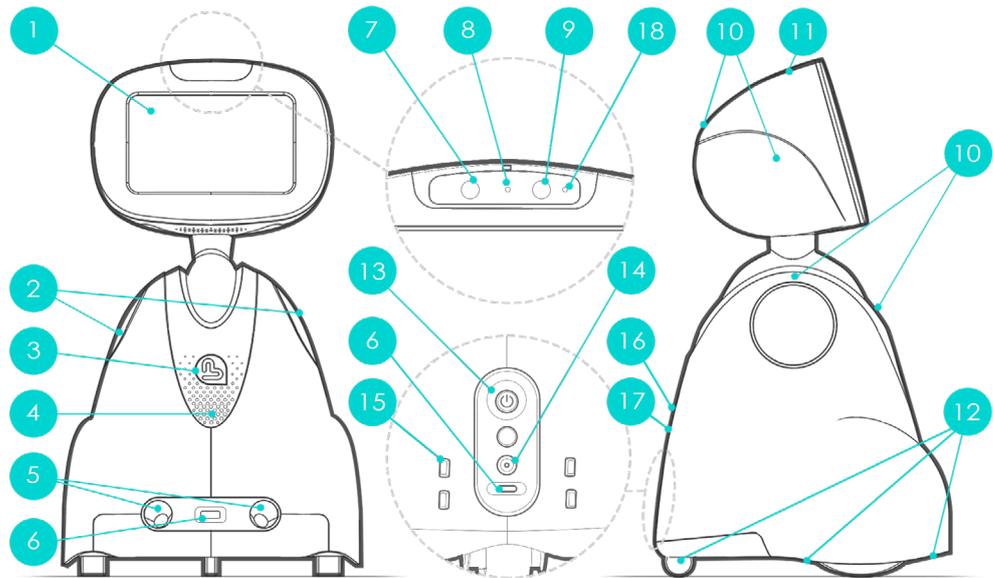
BENEFITS

- Boosts the learning process and turns the theory into practice
- Facilitates engagement and motivation during school activities
- Encourages inclusion by embodying the student remotely to avoid forgetting him
- Support for children with special educational needs (SEN)
- Develops social and emotional skills
- Assists teachers and educators in their work



ABILITIES AND TECHNICAL SPECIFICATIONS

-  See
-  Hear
-  Speak
-  Emotions
-  Feel
-  Move
-  Connectivity
-  Communication
-  Multimedia



- | | | | |
|--|---------------------------------|---------------------------------------|--|
| 1 Touch Screen 8" | 6 IR Distance sensors X4 | 11 Omnidirectional microphones | 16 Slot Nano SIM (4G) |
| 2 LEDs and Accessories hub X2 | 7 13M Camera (80 °) | 12 IR Cliff sensors X7 | 17 USB Port |
| 3 Heart LED | 8 Lighting LED | 13 On / Off button | 18 LED feedback camera enabled / disabled |
| 4 Speaker | 9 13M Camera (130 °) | 14 Power connector | |
| 5 Ultrasonic Distance sensors X2 | 10 Touch sensors X6 | 15 Charging pads | |
| 1 Height: 560mm Width: 350mm Depth: 350mm | | 18 Weight: 8 Kg |  Lithium battery <100Wh |

ACADEMICS PACKS

TELEPRESENCE PACK
Telebuddy application

BUDDY EDUCATION PACK
Telebuddy, BuddyLab, Scratch /Python programming, Mediation & Edutainment applications for inclusion

BUDDY DEVELOPMENT PACK
Fully programmable platform with the SDK (Software Development Kit) in JAVA and C/C++

THE RIGHT SOLUTION FOR ALL YOUR NEEDS!

Because each project is unique, we offer adaptation or "tailor-made" developments to perfectly meet the uses of your users.